

Implementation of Linked list

```

struct node {
    int data;
    struct node *link;
};

struct node *root = NULL;

void add-at-end()
{
    struct node *temp;
    temp = (struct node *) malloc(sizeof(struct node));
    printf("enter node element in");
    scanf("%d", &temp->data);
    temp->link = NULL;
    if (root == NULL)
        root = temp;
    else {
        struct node *p;
        p = root;
        while (p->link != NULL)
        {
            p = p->link;
        }
        p->link = temp;
    }
}

void add-at-begin()
{
    struct node *temp;
    temp = (struct node *) malloc(sizeof(struct node));

```

```

printf("Enter node element\n");
scanf("%d", &temp->data);
temp->link = NULL;
if (root == NULL)
    root = temp;
else {
    temp->link = root;
    root->temp;
}
}
}

```

```

int length() {
    struct node *temp;
    temp = root;
    int count = 0;
    while (temp != NULL)
    {
        count++;
        temp = temp->link;
    }
    return count;
}

```

```

void add-after() {
    struct node *temp, *p;
    int len, loc, i = 1;
    printf("Enter location\n");
    scanf("%d", &loc);
    len = length();
    if (loc > len)
    {

```



```

printf("Invalid location");
printf("This linked list has %d nodes",
len);
}
else {

```

```

    p = root;
    while (i < loc) {
        p = p -> link;
        i++;
    }

```

```

    temp = (struct node *) malloc (size of struct node);
    temp -> link = p -> link;
    p -> link = temp;
}

```

```

void delete() {

```

```

    int loc;

```

```

    struct node * temp;

```

```

    printf("Enter location\n");

```

```

    scanf("%d", &loc);

```

```

    if (loc > length)

```

```

        printf("No Such node");

```

```

    else if (loc == 1)

```

```

    {

```

```

        temp = root;

```

```

        root = temp -> link;

```

```

        temp -> link = NULL;

```

```

        free(temp);

```

```

    }

```

```

    else

```

```

    {

```

```

    struct node *p = root, *q;
    int i = 1;
    while (i < loc - 1)
    {
        p = p -> link;
        i++;
    }
    q = p -> link;
    p -> link = NULL;
    free(q);
}

void display() {
    struct node *temp;
    temp = root;
    if (temp == NULL)
        printf("No nodes in the list");
    else
    {
        while (temp != NULL)
        {
            printf("%d\n", temp -> data);
            temp = temp -> link;
        }
    }
}
  
```